CHICAGO TIMES

NEWSLETTER OF THE CHICAGO TI-99/4A USERS GROUP

BBS HAS NEW NUMBER
DAVE WAKELY RETURNS
HAPPY EASTER

MARCH 1989

EDITOR: Bob Demeter

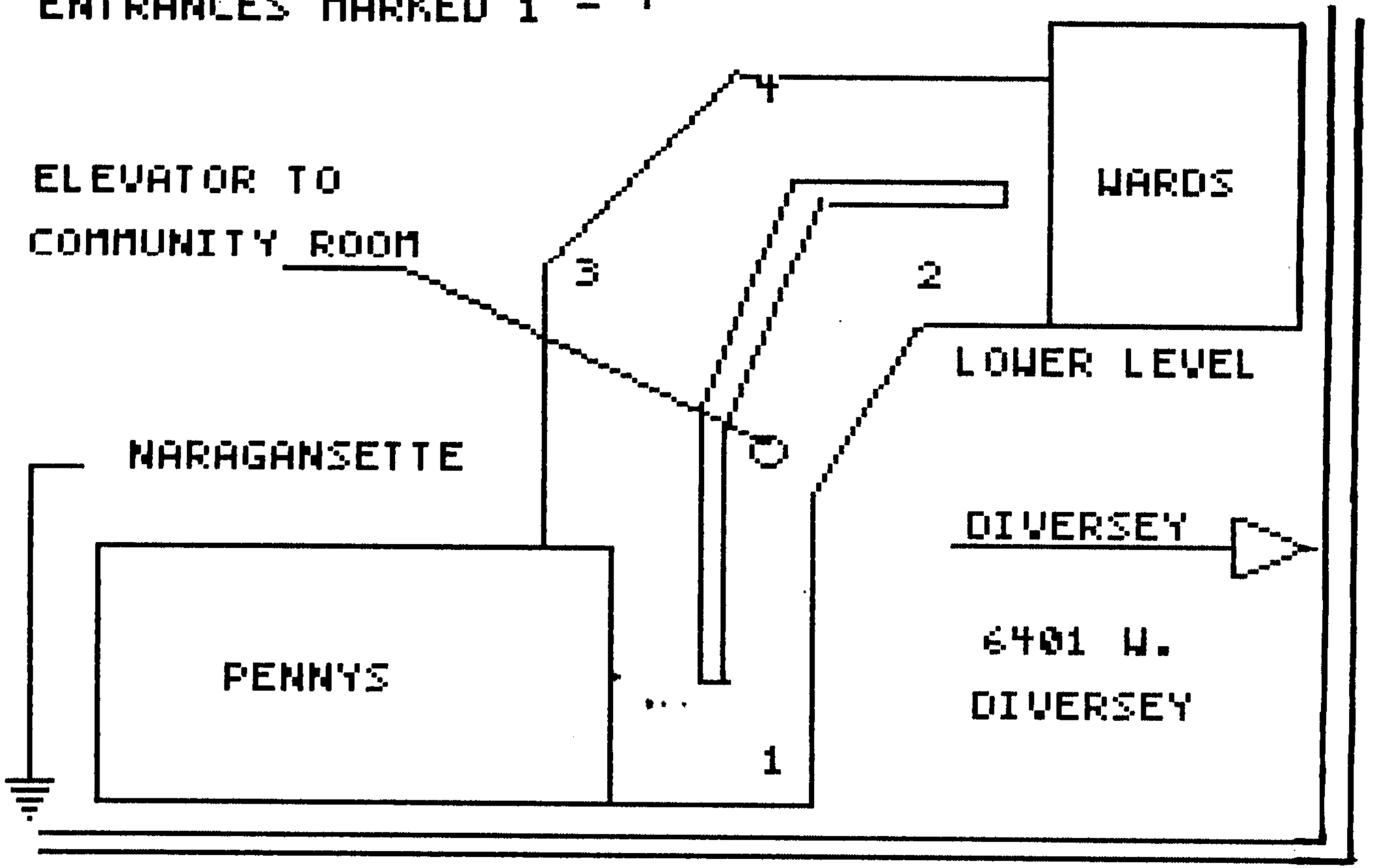
THE MARCH MEETING. . .

Sat. March 4. From 1pm to 3 pm in the Community Room at the Brick Yard Mall. Demo on group's BBS. Check out the new #

NEW BBS # 312 862-0182

New HOT line # 312 869-4304

ENTRANCES MARKED 1 - 4



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MEETING DATES

Excluding the Faire, all meetings will be held the first Saturday of the month. All meetings will be held from 1pm to 3pm in the Community Room of the Brick Yard till further notice. If you know of a better more convenient place, please let us know.

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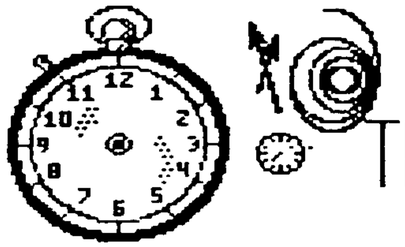


THE DISASSEMBLY

THE DISASSEMBLY: Dave Wakely

Hello Again!; Contest TIme; Back off the ground; Closet Cartridges; Making News; Mea Culpa, Mea Culpa; Other THings:

Hey, I'm back! Not that I ever left the TI world, mind you, it's just that I temporarily found myself working three jobs, leaving no time for this column, not to mention computing in general. I also found out what happens when you don't show up for a meeting -- you get volunteered for something (more later). I wish I could also say that I am back "permanently", but that also can't be the case. While my weekday schedule has eased somewhat, my Saturdays are as busy as ever. This column, however, may appear from time to time, as such time (and the editor) permit. In the four+ years of its regular existence I enjoyed putting this column together, and I deeply appreciated the kind comments that some of you missed it when it went away. I guess it was "good for you, too".

BACK TO THE CONSOLES: It was with mixed feelings that I was informed that I had once again (in my absence, no less) been chosen to run the group's Annual Programming Contest. Last year we had exactly one entrant by the announced deadline, so the contest was extended as it has been for the last three or four years. In its infinite wisdom, the group Executive Board has decided to try again. Why? To cause me no end of headaches, probably, but "officially" the reason for the contest is to increase the size of the group library and to spread the efforts of the group programmers throughout the TI world via our contacts with other groups. For those with poor memories and/or attention spans, here are the rules:

1) You must submit "original" code. That is, code written only by you, not stolen from somewhere else, copied from somewhere else, "borrowed" from somewhere else, etc.

Note: This can get tricky if your entry "requires" the use of a commercial program. For example, one year we had an entry which required the use of the TI "Text-To-Speech" program, which we grumbled about but accepted as okay. The author, however, "thoughtfully" but illegally included a copy of this copyrighted program on his entry disk! In general, avoid the use of "required" programs written by someone else if at all possible. Your entry, however, may contain as many other "required" programs as you like, as long as you wrote them all/yourself.

Special Note: Of course, the programming committee already knows that there is some group smart-aleck out there who is at this very moment saying to himself "Ah ha!, Extended BASIC is copyrighted!" Sigh. Use common sense. It is for reasons like this that we publish the rules every year.

2) You may use ANY TI programming language, as long as your entry runs on a 99/4A or Geneve 9640 computer.

Note: In terms of "special" hardware requirements, have mercy on us, as well as on your chances. A note attached to your entry stating that it will only run on a custon modified Super Sketch pad and cartridge will in all likelihood not ever be seen by the judges.

3) You must not, Not, NOT put your name on the disk OR in the program (not anywhere in the program). We do not want to judge personalities, only programming efforts. You must, Must, MUST put your Chicago group membership number on BOTH the disk itself AND in the program. This contest is only open to current members of the Chicago TI-99/4A User's Group. Also, put the words CONTEST 89 on the disk label.

Note: All members have membership numbers which are printed on the membership cards. If you don't know your number because you lost your card, see the membership chairperson to find out your number, then use it.

Special Note: Of course, if the entry is loaded with "creative" spelling, we will immediately know that it was written by Nick Iacovelli. We have yet to find a way around that one.

4) All entries must be received by the group by the end of the April, 1989 group meeting.

Note: We are skipping the usual "extension" this year. We must show the winning entries at the May meeting, since the June meeting is usually reserved for our annual Auction. Hence, the "drop-dead" deadline is the official end of the April group meeting. As far as I know at this time, that will be around 3PM on April 1 (no fooling), 1989. Bring your entries to the group library, or, you may also mail your entry to the group P.O. Box, provided it arrives no later than 4/1/89.

5) The winner must agree to come to the May meeting and demo his winning program for the group. There is one exception:

Note: Non-attending (out of town) members are eligible for the contest. You will be notified as to how your entry fared if you were one of the winners, and arrangements will be made to have someone demo the program for you. Your winnings will be mailed to you.

Special Note to Smart-Alecks: "Emergencies", illness and other reasons which cause an attending member to be unable to demo will NOT be grounds for dismissal of an entry. We will try to use common sense if you will, too.

6) All entries to the contest are simultaneously submissions to our group library. And, in response to the one question we have already received, Shareware (or Fairware, or Whateverware) IS acceptable. It will subsequently be placed in our Shareware library.

Note: However many programs we are currently giving to those who submit to the library is what you will get just for entering the contest. Hence, everyone who enters will get something.

Forget about different programming "categories". I figure we will be lucky to get enough entries to run the contest at all. But consider that we will once again be giving away $300 in prizes. If you are the only entry, you will get all $300. In the past this has motivated the members to take to their Editor/Assembler manuals. If we get a large number of entries we will divide the prize accordingly. The usual

number of cash prizes we have awarded is five, typically something like this: $100; $75; $50; $50; $25. The exact number and distribution of prizes is at the discretion of the judges.

Judges are made up of volunteers from the current standing Chicago TI-99/4A User's Group Executive Board, and the judging is usually headed by the chief group Librarian.

None of this, of course, says exactly what it is you should be writing, but I can tell you what sorts of programs have won in the past. They tend strongly to be those which have the most interest for the largest number of the group. Interesting and challenging games have won, as have useful utilities. Full application programs have been rarely submitted, but a few years ago Oscar Bretana submitted an excellent data base which won 1st place, and I believe a mini-spreadsheet won something that year as well. In contrast, Rich Klein once won for a short Assembly interrupt routine which trapped the Quit key sequence and prompted the user as to whether he actually wanted to quit. Several years ago John Behnke regularly submitted some of his conversions of popular arcade games which won him prizes several years in a row.

You do not have to be a "professional" or even a regular programmer to have a chance. We have had people we didn't know even knew how to program win something. Again in contrast, one year with a large number of entries it broke our hearts (honest) NOT to give a prize to Nick Iacovelli when he had written an excellent program (despite the spelling) to transfer an entire disk over a modem. Of the 12 or so judges at that time, there may have been one who felt he might be able to use this sometime. You just never know, so get working and good luck.

ATTENTION SPADers (SPADerites? SPADerinos?): In addition to this column, I have also dusted off my Spad XIII disk and manual and once again taken to the air. Spadventure #8 has been submitted to the editor for inclusion in the newsletter and there are a few more to come. Contrary to rumors, this series will not continue for as long as WWI took.

COLUMNIST TAKEN TO TASK: Just after my last column appeared in May, 1988, I received a letter from a Mr. Glenn Davis of Minneapolis. Mr. Davis thoughtfully wrote in response to a suggestion I had made regarding our last annual Auction. It seems I noted that Geneve owners who had dumped their cartridges to disk no longer had need of them and hence could donate them to the group auction. Mr. Davis further reminded me that such a practice is probably in violation of the U.S. Copyright laws, which my legally untrained mind now interprets to mean that owners of a piece of software have the right to use one (1) copy of that software, and that the sale (or donation) of the software means that the previous owner may no longer use it, and has in fact given up his previous rights.

If my interpretation is accurate, then Mr. Davis is correct, and this columnist humbly apologizes to software companies everywhere, whose livelihood may be endangered by the practices of Geneve owners. In fact, I have turned myself in to the authorities, who do not take such matters lightly. My pleas of ignorance and/or temporary insanity went unheeded, and for part of my punishment I was required to write this column. For the other part I was informed that the Bears would lose both games to the Minnesota Vikings this year, which indeed happened, and that they wouldn't make it to the Super Bowl like I predicted,

which they didn't.

When you think about it, the ramifications of this are interesting indeed. You Geneve owners out there who have dumped your TI and 3rd party cartridges to disk, and have sold or put your old TI console in the closet should know that according to the U.S. Copyright laws you may NOT dispose of those now-useless cartridges as you see fit. Perhaps you should take them out occasionally. Look at them. Cherish them. Their mere existence in your possession is what enables you to continue to use them in their transmogrified (disk) format. By all means, keep them in that closet, lest the Bears lose the Central Division title.

Of course, if a disaster should befall you and the original cartridges should become damaged (like in a fire, for example), while your Geneve disks survive, you would be legally obligated to destroy all copies in your possession. In order to use that software again on your Geneve you would have to purchase new cartridges (and a TI console), dump them to disk, then store them again in your new, fireproof closet. On the other hand, maybe there's a way around this. Perhaps you could scrape up the melted cartridges (or one large mass of melted cartridges) and store them (it) in a closet, assuming you could prove that these were once, indeed, real TI modules. On the other hand (notice how I now seem to have three hands?) perhaps these have to be "working" cartridges, in which case Geneve owners MUST, by the U.S. Copyright laws, keep a TI console as well, occasionally (or, just to be safe, EVERY TIME you use the software) taking out the appropriate cartridge and testing it to be sure it still operates. If a module should one day turn up as non- functional, you would be legally obligated to destroy the disk which corresponds to that cartridge. It is for reasons like this that I decided long ago that I wasn't going into the practice of law. Darned tricky, those copyright laws, eh?

Now then, Mr. Davis, I have apologized and suffered greatly, so back off! You should also know that the Bears will be dumping cornerback Mike Richardson during the offseason, and hence Anthony Carter won't be beating us with those long bombs from Kramer or that other guy next year. Fortunately for us, we won't be dumping Richardson to disk, so presumably we don't have to keep him in a closet, taking him out occasionally to make sure he still "operates", etc.

HEY, WE'RE FAMOUS: There I was, about half way through my December issue of PC Computing when I took a break to read my just-arrived Chicago TImes. It was in there that Don "The Prolific Word Processor" Jones told me that the very same issue of PC Computing mentioned us, the Chicago TI-99/4A User's Group, as the largest TI group in the known world. It just shows what a bunch of TI nuts can do with almost nine years of hard work and no pay. I skipped forward a few pages from were I was and found the article on orphan computers. It turns out the author had gotten Bob Demeter's phone number and called him for info on us. The fact that we were so well spoken of also says much about Bob's salesmanship.

The article also got me thinking that not only is the Chicago group fortunate to have had an amazing range of people running things, from founder Jerry Strauss to our newest board members, but that it is also more than the sum of its parts. Recognition in a national magazine is at least some reward for all the work which has occured, but at this point all TI groups are really national groups. At one time it would have meant something to be acknowledged as "#1", (in fact, at one time we had a "friendly" argument going with Ralph Fowler about who had the

first TI bulletin board. Hint: It was us) but that isn't really important anymore. We in Chicago have been fortunate to be able to draw on a large amount of talent and to get them together in one place. That doesn't detract a bit from other groups. In fact, other groups have done what we do as well, or better. If we have "pioneered" anything in the TI world, like our TI Faire, it has only worked because of the help and cooperation of TI people everywhere (many of whom have come to the Faire). The next time someone calls, we should also tell them about the TI users in Seattle, Ottawa, Australia, Boston, Coriapolis, PA, etc. and the great things done by those TI users as well.

HEY, WE BLEW IT (AGAIN): No better proof of our fallibility exists than the problems we have been having with our mail. Several years ago we began advertising in MICROpendium for new members. It seemed like a good idea at the time, but we eventually became overwhelmed by the volume of requests for membership and software from our library. At one time, about a year ago, we thought we had it under control. In a word or three, we were wrong. There are members out there who have sent us money for disks or whatever who have never heard from us. This is not acceptable, neither is it intentional. The Chicago TI User's Group has never had a paid position, everything is done by volunteers. Unlike the tone of some of this column, we take this very seriously and apologize to those of you we have neglected. In that regard, new group President Don Jones has taken personal responsibility for straigtening out the mess, and reports that he has made significant progress in doing just that. If we owe you something and you haven't heard from us yet, you will. Please be patient and bear with us until we can meet our commitments. Also notice that we no longer advertise for new members, and we promise to never again bite off more than we can chew. In the meantime we will swallow our pride and work hard to catch up.

SubrouTIne: Having done so dismally last year, I don't have any specific predictions about the TI world this year, except one: The good news is Myarc will release a complete system, including P.E. Box, Processor card, Serial and Parallel ports, hard/floppy controller, 20 Meg hard disk, floppy disk, keyboard, mouse and monitor. The bad news is it will cost more than a VAX minicomputer...The group is looking for a new home. It's not that the Brickyard Mall is totally inadequate, just that it is near no major expressway, which has been especially inconvenient for south side members. My sources tell me we are looking at a VFW hall off the Eisenhower in Hillside, but we are open to other possibilities...Next year, I'm thinking of initiating a "Write like Don 'Mr. Words' Jones Contest". Persuant to the above, sports fans, I would like to recapitulate and reiterate my previous pertinent points and imbue the aforementioned upcoming competition with realistic and relevant meaning (huh?). Entries less than 64 pages will not be accepted. Just kidding, Don. Of course, with this column I'm not one to talk. Personally, I blame it on the length of the contest rules, and not necessarily on any excessive verbosity on my own part. Actually, I understand that Don "My keyboard is melting" Jones has toned his writing down to the post-graduate-in-astrophysics level...

THE PRESIDENT SPEAKS...

Greetings and felicitations to all you 99er's. It is great to be back here with you.

THANKS!!!

I am starting out this article with my most heartfelt thanks. What, pray tell can I be talking about? Thanks to whom and for what??? To be specific, I mean thanks for your support. If you remember, my first article as president was the one where I assumed full responsibility for all of the problems that anyone was or had faced, relative to our club. I then requested that anyone and everyone with any known problem(s), which had not been addressed, to write directly to me or call our hot-line, which is presently located in my home. Well, the response was a little overwhelming. Yes, you did write, and you did call. You wrote and you called to such an extent that I dreaded listening to the messages on the machine, and I feared what I would have to read about in the mail. To my astonishment, it soon wasn't as bad as I thought that it would be. Yes, there were quite a few problems in the beginning, but most of those were quickly taken care of. As a result, the nature of the mail which I have been receiving lately, has changed quite radically. In fact, the last batch which Jim Deards, the man in charge of our postal communications, brought me had only three problems, and it took me only about 45 minutes to take care of all of the correspondence that was directed to me. This made me feel very good, but what I have find even more ingratiating are the notes of encouragement, thanks, praise, and support which I find are accompanying your renewals and even your complaints! A few members said that they had no intentions of ever renewing their memberships again, but they decided to give the group one last chance, as a result of that first article. They then proceeded to explain the problem with which they had been plagued. You can be very sure that I will do my very best to deal with those problems. All legitimate problems and complaints of our members are equally important to me, and I can only promise to do the best that I can to address them. But I just want to thank those of you who have taken the time to send my your words of thanks, support, and encouragement. I am deeply touched by each and every note of that sort, and for them, I can only humbly say thank you. Your expressions of sympathy, forbearance, understanding, and compassion are deeply appreciated. Thank you again and may God bless all of you for making a difficult job a rewarding one. It is both an honor and a pleasure to serve all of you, and it is a joy to be a member of the TI community.

Speaking of thanks, there are many "invisible" members of our club who back me up and make it possible for our group to function; surely, without them, there would be no Chicago TI-99/4A Users' Group. I want to thank Jim Deards for taking care of the mail pick-up for the group. Without his efforts, we wouldn't be able to function. Thank you, Big Bob Demeter for making our newsletter one of the best that can be found in any computer community. Also, thank you again, Big Bob, you workaholic you, for doing the great job that you have been doing as the librarian of our group. Thank you Marcy Brun for functioning as the recording secretary of our executive board and one of the co-chairpersons of this year's Chicago TI Faire. You haven't been with us that long, but you have become an indispensible part of our community. Thank you Nick Iacovelli for being the workaholic that you are. You have done a fine job as the sysop of our bbs. You have been

in charge of the group's library exchange, with other groups, a job which you have undertaken almost single-handedly. You have also created a hardware manual which has become, what I consider, the biggest hit of the year in the TI community. That one idea of yours has probably done more to give aid and support to our community than any other single project that I can think of. Thank you Chuck Levitt for taking some of the burden off of Nick's shoulders by taking care of the mailing out of the hardware manual and your continued sale of pencils. Thank you Roger Helm for taking care of the printing of the manual at the school where you teach printing. Thank you Sandy Bartels for becoming one of the chairpersons in charge of this year's Chicago TI Faire. Thank you Len Rovner for your advice to me and for doing the job of treasurer for so long. Thank you Oscar Bretana for taking that job over from Len and for your instructions in PR Base and your work with other data bases. Thank you Hank Ellermann for all of the advice, help, and support which you have given to me in you capacity as the vice-president and as a former president. Thank you Jim Brooks for taking over the membership chairman position and helping to straighten out a big mess. Thank you Mike (ROBOFROG) Maksimik for your fine demonstrations at our meetings. Thank you Ken Knapp and Laura Heiberger for your help at our membership table. Thank you Bob Knapik and Bent Odgaard for your acceptance of the job to make contact with other foreign TI users' groups. Thank you Ernie Pergrem for helping Nick Iacovelli, with the program exchange, and for being the first person to hold a position that is both important and dear to me, the position of educational committee chairman. My goodness!!! I think that I could go on and on, and it is already clear that there are others who also deserve some sort of recognition. I am therefore going to stop here, and I will continue with my expression of thanks and appreciation in next month's article.

Just a couple of closing points: I am happy to say that it appears that our beloved "go-fer" Grant Schmalgemeier is doing much better. I have spoken to him on the phone, and he sounds very much improved.

I have accepted the resignation of Nick Iacovelli as the sysop of our bbs. I have always felt that he was sometimes sacrificing TOO much for the group, but I will both miss and continue to be appreciative of his work as our sysop for these last few months. Thank you, Nick. You have made a very significant contribution to our community, and your efforts will never be forgotten. I hope that this will give you more time for your other projects for the TI community. God bless you, and take care. I would also like welcome our new sysop, Mike (ROBOFROG) Maksimik. You have already been with us for quite some time, and I am sure that you will do a great job in this new capacity.

Another person who I have come to worry about has been my close friend, Big Bob Demeter. Because of the birth of his latest child, his regular job, his second job (selling computers), his position as the editor of this fine newsletter, AND his position as our librarian, I have approached Big Bob and asked him if he would consider taking a break from some of his responsibilities. (I just can't stand to see people who I both love and like burning themselves out, even though it is in service to others.) Bob then admittded to me that he had been thinking the same thing. Fortunately, I was able to find a replacement for the position of librarian who does not live too far from Bob. His name is Lionel Bordelon. Though Lionel is no new comer to our group, this is his first time out as a volunteer. Welcome aboard, Lionel. It is great having you on the team. To my good friend, Big Bob, there are no words adequate to express my appreciation and affection for the job

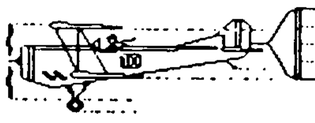
that you have done and for your continued support for me. Thank you Bob, and may you and your beautiful family continue to be blessed.

Well, I guess that that is about it for this month. Thank you all for listening. I don't expect to be so windy, in this article, in the future. Alright, cut out the laughing!!! (No respect!) Please try to attend our next meeting. It will be totally devoted to telecommunications. If you are not presently on any of the fine TI electronic bulletin boards, or if you are having trouble with your telecommunications, then this will be the meeting that you will want to attend. Until the next time, I shall leave all of you with all of the blessings that I have to offer.

Respectfully submitted,

Don Jones
President
Chicago TI Users' Group

endit



A SPAD FLIGHT ADVENTURE

by Dave Wakely

Spadventure #8: The Wild Blue

What I have been trying to do in this series of articles on Not-Polyoptics' Spad XIII is to give you some tips and tricks to help with both your "flyability" and enjoyment of this simulation. That is why there has been little emphasis on specific combat techniques. The fighting is up to you. If this series helps you fly better, you will also fight better. Besides, I can't be responsible for your getting into the gunsights of the Red Baron, but perhaps I can help you get out of them. I have also tried to fill up some of the "long haul" trips with some historical notes about the war. This allows you to fly as you read, or read as you fly.

Observant readers will also note that this series has attemped to explore what graphics are available in Spad and how you may be able to at times use them to your advantage. Early in this series we spent one Spadventure quite near the ground, examining the trees in the simulation. Today we are going up for a close look at the clouds.

After the usual pre-flight check-out of the plane, begin a slow taxi to the north end of the runway. Recall that this is accomplished by powering up in increments to 600 RPM, then using your rudder keys to swing around so the nose of the plane is facing straight south. You must do this without letting the plane come to a stop, or the program will reposition you on the runway facing north again. When you are facing south, and while still rolling, power up all the way and take off. Once you are up a few hundred feet, take off two clicks of power, down to 1000 RPM, which should still leave you in a climb, then sit back and wait.

Our altitude destination is 3,500 feet. While waiting to get there, consider that in the "real world", a few months ago we celebrated the 70th anniversary of the end of World War I, but in the simulation, of course, we are always back in the early days of aerial combat. At that time of that year (Fall, 1918), the war was simultaneously heating up and winding down. A feisty American Colonel named Billy Mitchell was attempting to convince the Allied command that the war could be won soon if he was provided enough airpower. Mitchell had made a pest of himself for so long that the Allied command finally provided him with the means to launch the largest combined air and ground assault in history. Seven hundred fighters, four hundred observation planes, and four hundred bombers were to take off in support of five hundred thousand Allied troops in an attack on the German position at Saint-Mihiel (far east of the area in the simulator). One of the ground troops was a young Sergeant named Alvin T. York. Before that little battle, however, is the time to learn every trick possible to stay alive.

By now you should be closing in on 3,500 feet. Be careful about reading the altimeter. Note that each of the marks on the dial represents 2,000 feet, so at 3,000 feet the smaller hand will be between marks, and the placement of the hands isn't very precise. When you are at 3,500, begin leveling off by reducing power. By now it should be abundantly clear that adding or losing altitude in non-emergency conditions is a matter of putting on or taking off power, and NOT by fooling around and pushing or pulling on the stick. Save that for take-offs, landings, and for dodging the Red Baron. Take off two clicks, to come down to 800 RPM, to achieve level flight. What you should discover all around you (but perhaps at some distance) are clouds. The manual notes that they "appear as parallel, white lines". There should be one almost directly in front of you. Head directly toward it, and observe that what initially may appear as one or three lines, will change to five or seven lines as it gets closer. And that's about it. You will not disappear into a bank of clouds, and the cloud will shrink back to three lines or so as it receeds behind you. At our current altitude, you most likely passed under the cloud, and should have been able to see it pass overhead by using the "5" (UP view) key.

Not far ahead should be another cloud, perhaps slightly off to the left or right. This time see if you can intersect it "head on", that is, fly into the edge of the cloud. This is not as easy as it sounds, as these clouds are REAL flat. Also, the last few times I checked, all the clouds were mysteriously right about at 3,900 feet. Even knowing this, however, may not be much help. The altimeter tends to "jump" in increments of 50 or 100 feet, and even if you are just a few feet off, the cloud will slip by over or under you. If you are too high or too low, correct your altitude and try for the next one. At our speed it takes a few minutes to fly from one cloud to the next, and this should be enough time to make any changes.

When the edge of the cloud gets close you may be tempted to take some radical action when it is clear that you are going to miss the mark. If you are below the cloud and power up, you will begin a gradual rise, but perhaps too late. If you pull back on the stick you may climb too fast and overshoot it. Likewise, if above the cloud edge a reduction in power will only gradually lead to an altitude change, and pushing the stick forward may start a too-steep dive. In a "real" plane I imagine that most pilots can apply just a little pressure on the stick to make a controlled altitude change, but we can't do that. When you push the "E" key to push the stick, it goes all the way forward.

One technique I have used is to "waggle" the rudder controls. By pushing left, then right on the rudder, you lose some power and altitude at a rate faster than powering down, but slower than pushing the stick forward. Your direction should stay about the same. There are other situations where this has come in handy. On several occasions I have had an enemy ship just below my gunsights and used the "Wakely Waggle" to lower my sights on the target and fire. You can try it out safely by getting yourself just above a cloud, then waggling down through it.

Come to think of it, could the clouds be used to your advantage in combat? WWI combat pilots often "hid" in the clouds to avoid detection and spring a surprise attack when they knew an enemy plane was nearby. If you are being chased by the Red Baron, would ducking below or climbing above a cloud help you lose him? I haven't so far been near the cloud line when engaging the Baron, but if I find myself in this situation, I intend to find out.

By now you are perhaps many clouds away from the home airfield. Turn back north (it should be almost directly that way) and use your now finely developed "sixth sense" to find the field. On the way back consider that pilots in WWI had to ready themselves for the possiblity of being shot down in the large battles like Saint-Mihiel. We have the advantage of history in knowing that the Allied forces achieved a massive victory there which helped turn the tide of the war. Allied planes played a decisive part in routing the enemy ground forces and disrupting supply lines.

Billy Mitchell continued to be a feisty character for years after the war, but for that action he was promoted to Brigadier General. Slugging it out on the ground, Alvin York single-handedly captured an entire German outfit and was awarded the Congressional Medal of Honor. About the same time as that battle, newly arrived American troops were also going into combat at places like Cantigny and Belleau Woods. The American troops suffered 49,000 fatalities in combat, and lost 62,000 to influenza. There was a world wide influenza epidemic that year, which killed millions, and soldiers were not immune. Long after it was over, a young WWI infantry Colonel named Robert McCormick became publisher of the Chicago Tribune newspaper, and named his estate outside Wheaton, Illinois Cantigny, in honor of those who died there. Such are the memories of war.

GENEVE SUPPORT ARTICLE...

Howdy doody there, sports fans! It sure is good to be back here with you again. I would like to say "thank you" to the few members who took the time to let me know by phone that they really enjoyed these articles and missed last month's installment. Expressions of that sort make what I am doing seem to be worthwhile. The reason that I did not have an article last month was that I did not submit one. I was just so bogged down with other stuff, related to my responsibilities as president, that I just couldn't find the time to write the article. In fact, I was getting that old "burned out" feeling, and I just couldn't allow that to happen, at least not so early in the game. Fortunately, things have quieted down a whole lot lately. The problems have been or are being addressed, and people know that we are on the case. As a result, there is a certain comforting sameness setting in. I therefore feel comfortable with what I have to do, and I will be better able to

maintain my usual level of activity, at least for the duration of the year and my term in office. Anyway, I am back. Now on to Genny:

What do I want to write about this month? For me, the main thing that is presently on my mind is the fact that a plethora of software for Geneve is now emerging. It seems that a lot of unknown programmers are coming out of the woodwork, and they are coming up with a lot of nice stuff, some of it better than others. But most importantly, the things that are emerging are serious attempts at programming. In fact at this time, there seem to be quite a few GPL menu programs available. The first one that I was ever aware of was Jim Schroeder's modification of John Johnson's HRD menu. In its first form, it was a cartridge format program with the default name MENU. Then, a very clever programmer by the name of Edward Hallett actually modified some of the GPL files so as to contain a menu program within them. Later, I found out that Jim Schroeder was doing the same thing with his menu program, and so are some other programmers. It is now very common to find a GPL menu program that is totally embedded within the GPL files, and sometimes there will be an additional file added to the original files GPL, GPM, GPN, GPO, and GPP; you will then have a totally new file named GPQ. One very fine menu program of this sort, which I am presently using, is called MOUSEMENU. It was written by Randy Moore. Before having used this program, I was totally unfamiliar with this new programmer. This is a very fine program. It allows use of the Myarc Geneve Mouse to scroll between three different pages of twenty-seven various programs, which are to be chosen and entered by the user. It is very convenient and very nice. What is so attractive about this program is the fact that Randy is not asking for any money for this program, rather he is asking for those who use it to write him with their comments regarding it. It looks like this man is searching for new ideas. Sounds like a smart idea to me! Anyway, this program will load any Editor Assembler, option #5, program from the menu. The menu also includes the entire Editor Assembler menu. Therefore you can load Editor Assembler and GPL "cartridge" format programs. Also, if you load Extended BASIC into the cartridge space, you will be able to load Extended BASIC programs (but not IV/254 programs). I really like this program. I guess that I just enjoy using my mouse for something besides MY-Art, and it has only one real flaw in it. You are generally able to alternately use the keyboard in addition to the mouse, but when using the keyboard, there is no key to actually execute the loading of the file which you have chosen. If there is, I haven't been able to discover which one it is. The "Enter" key will only scroll between the three pages of menu selections. The only way that I can figure out how to load a chosen file, whose choice is indicated by the position of the cursor, is by pressing the middle mouse button. If there was only a way to do this from the keyboard, I could then say that those of you who do not have a mouse could and should also try out this new program. I do intend on writing Randy and informing him of this one flaw. If he chooses to alter the program, I will be happy to re-review the program in even greater depth.

In addition to the one above mentioned flaw, in Randy Moore's MOUSE MENU, there is one other minor problem. I found that I was unable to load PR Base through the Editor Assemble option #5, but I had no trouble loading the program if I would first load in Extended BASIC, and then load in the Extended BASIC loader for PR Base. When I did that, I had no problems whatsoever, and the program worked very well, once it was loaded.

Another sexy program that also uses the Myarc mouse is a program called FILE ZAP. This program is a sector editor that runs out of MDOS. When

you load it, with the file that you want edit, it will simultaneously print both the hexadecimal and the ASCII code for the file that you load with it. By moving the mouse, you can control the position of the cursor. The nice thing about this program is the fact that you will see the cursor located at the equivalent ASCII and hexadecimal positions simultaneously! In other words, you can see what hexadecimal code generates what particular ASCII symbols. For those of you who are into using a sector editor, I highly recommend this program. Though I still prefer John Birdwell's Disk Utilities, this is still a fine alternative program as it runs entirely out of MDOS and is quite functional. Too bad that it doesn't have a string search function. Well, maybe I am asking for too much, but I guess that I can at least dream!

Earlier, in this article, I mentioned the ubiquity of GPL menu programs. When I told one well informed 99er about my enchantment with a new mouse menu that I was using, I was immediately asked, "Which one?" It was then made clear to me that at least three mouse menu programs are now out and available for the Geneve. There are also quite a few other GPL menu programs which don't even require the use of a mouse, rather they are totally keyboard controlled. One of these has been written my John Johnson, himself, and is specifically for Geneve, as it is in the form of a modified GPL. Another has been written by Jim Schroeder. It seems that Genny is really attracting the attention of more and more mainstream 4A programmers, and to me that is a darn good sign.

For the serious programmer, there is a program called Geneve Development Kit. I have not had the time to check this program out, but I will report back to you on it in my next installment. As I am not a programmer, I may need some help from one of the pros. In fact, I intend on doing some asking around, so that I can clearly tell you exactly what programs and files are necessary for anyone who wishes to write programs for the Geneve. Though I have not been able to look at Geneve Development Kit, I have been told that it is a truly excellent program, and it is a must for anyone who wishes to write some serious stuff for Geneve. I intend on uploading it to the group's bbs, so that it will be available to all those who wish to check it out.

A very fine graphic artist, by the name of Ray Kazmer, has created a new program. It is called VALENTINE 1989. It is a very fine maze game with very excellent graphics. If you saw Ray's WOODSTOCK program, you will be very pleased with what he has done in this, his latest creation. Ray came to my attention as a supporter of Sr. Pat Taylor, a Roman Catholic nun, who is suffering from a lung disease, and who is using her 4A to entertain, educate, and help many of her fellow patients, many of whom are very elderly. When Ray found about her and her work, he chose to donate all of the proceeds of his WOODSTOCK program to Sr. Pat. As a result of this, Sr. Pat has received a considerable number of donations of both money, software, and hardware, for the purpose of allowing her to continue her work. Now, Ray has created an entirely new work, called VALENTINE 1989, but the proceeds from this program will be used to further his own work. We have to understand that as a "fair ware" author, a tremendous number of disks must necessarily be sent out on a monthly basis. Also, Ray has spent a fair amount of money to just forward donations for his WOODSTOCK program to Sr. Pat. Now, if Ray is to be able to continue to support our community, he will be needing the proceeds from VALENTINE for that purpose. He is asking a mere $5.00 for it. As it is "fair ware," you can try before you buy, but I ask you to please buy. We need the services and the support of fine programmers like Ray, and may he be

forever blessed for his efforts to help Sr. Pat. Please check this program out. I have uploaded it to the group's bbs. It should also be in the group's library.

One other most important development has lately emerged: Paolo Bagnaresi, of Italy, has written a most interesting and compelling article on how to modify the Myarc 512K memory/RAM card. Remember the card which many of us bought for our 4A's but which, up to now, we have been unable to use with our Geneves? Well, Paolo, in a long but well documented article, explains how to do the job yourself. What is most interesting is that a buddy of mine, who lives here in Evanston, has undertaken the project. He has since left some messages on the group's bbs saying that after having made the alteration, the card works fine. and he loves being able to have a 720 sector built-in RAM disk. This is not as much as we had available when the card was used for the 4A. The only reasons that I can come up with for this are the facts that a.) the TI MODE command takes up a lot of memory, and b.) the extra memory is turned over to program addressable memory rather than just mere RAM. Knowing this, I feel that I easily live with this compromise. I must warn you that the latest and the final version of MDOS has still yet to emerge from Myarc, and according to Myarc, the only reason that Myarc was not making factory modifications on the 512K memory/RAM card is the fact that they did not want to make modifications on the cards until the final version of the completed MDOS was released, as they did not want to make a modification that worked on an earlier version of the dos but not on the final, official, completed version. For that reason, one may be taking a chance by doing this modification before the completed version of MDOS is released. This is just a guess of mine, and I don't really know what Myarc thinks of Bagnaresi's modificaton plans. Still, what I am saying seems to be something that should be considered before undertaking this project. And clearly, I cannot assume any responsibility for any problems related to the implementation of Paolo's plans. If I choose to undertake this modification, I will report back to you on it, in the pages of this newsletter. For those wishing to read Paolo's article, I have uploaded the file to the group's bbs. The name of the program is MY512FIX. At least check it out, whether you want to undertake the project of not. It seems to be very well written and very interesting.

There are two other programs that I have uploaded to the group's bbs: One is QUICKFORM@, and the other is NOTMYCOPY. Both programs do only one thing: They format (initialize) floppy disks. The first runs out of MDOS and the other, which was written by Jim Schroeder, runs out of GPL Editor Assembler. Both are supposed to be faster than if the job was done by MDOS or through a regular disk formatting utility. Both are also "fair ware."

You have probably noticed that I am constantly talking about Jim Schroeder. In intend on devoting one of my future installments entirely to him and his work for the Geneve 9640 computer. I am very much in awe of the intelligence of this fine young programmer.

Well, I guess that I am going to close this installment off here and now. My president's article was longer than I would have wanted it to be, but next month, the president's article will be a lot shorter and this article will be somewhat longer. Until that time,

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relating to TI and less editorials in our newsletter. At this point, let us remind all our members that this is their newsletter and if they have any informative articles they would like to share with all the other members, please submit them to be printed in our newsletter.

-----There was a discussion regarding the Hardware Manuals that Nick Iacovelli put together. He had done a superb job on this project of collecting free domain hardware articles and printing them and binding them into a Hardware Manual, which he sold at our TI Faire in November. At this point we have gone through two printings of the Hardware Manual and are about to have it printed again. The Executive Board commented on the wonderful job Nick did presenting this project and seeing it through.

-----Chuck Levitt had the assignment of checking into another place to hold our meetings. He has found an American Leagion Hall which is in Hillside, located at Butterfield Rd. and two blocks west of Wolf Rd., just off the Eisenhower Expressway. There will be a charge of $60 per meeting. It was decided that a few of the Executive Board Members will go there after todays meeting to see the place and give a report regarding it at our March meeting.

-----It was suggested to reprint in the March newsletter, the map of how to get to the Brickyard Mall since this is where we are still having our meetings at this point.

The Executive Board Meeting ajourned at 12:57 pm.

The General Membership Meeting was then opened. All items from above were announced to the general members.

-----There was a demonstration of "How To Set Up TELCO" and a demonstration of "A New Terminal Emulator Program Called Triad" presented by Mike Maksimik.

-----The Horizon Ram Disk which was donated by Bud Mills Services was raffled off. And the winner was Butch Goldstein.

The General Membership Meeting was ajourned at 3:00 pm.

Submitted by: Marcy Brun, Secretary.

LETTER TO THE EDITOR

Dear editor.

I have been a member of the chicago group since 1984. The first few years of the newsletter was great. It was informative. It was not at all editorialized like it is today. What happened to Stephan Meyers(forth col), Rich Klien (basic col), Jack Topham (from other orphanage) and John Benke? The only one still around is Nick Iacovelli Jr. He used to write a great assembly column. Now it seems all he can do is complain. Is it possible that I can get back issues of the newsletters to replace the ones I lost?

Back issues are available to members. Cost for each issue will be

printed in another newsletter. Stephan Meyers moved out of TI and into Amiga. He is currently working for the U of I programming department. Rich Klien is still into TI but does not have the personal time to write articles. Jack Topham lost all his TI equipt. in a flood. As most of his stuff was customized and unreplaceable, he decided to go IBM. John Behnke decided to go into a non-TI system too. Nick Iacovelli Jr. is still around. He is extremely active with the group and still supports the TI. He is the creator of the hardware manual and took Jacks place from other orphanage columns. This leaves him very little time for his Assem. articles. I personally feel his complaining doesn't really mean anything. Nick likes to stir things up and keep everyone hopping. He is basically a good man at heart.

BOB DEMETER

OK, HERE I AM AGAIN . JUST DON'T ASK ME WHAT I'M DOING .
THIS SMALL PROGRAM IS FOR TEACHING AND PLAYING WITH.
IT IS FOR EX-BASIC. THE THING TO DO TO IT AS ALWAYS, CHANGE IT !
IT WILL JUST SHOW YOU HOW TO MAKE , OR HOW A MAGNIFY(4) IS MADE.
STUDY IT ! CHANGE IT TO WORK ON YOUR PRINTER .
HAY, IT'S A PROGRAM . AND IT'S A GOOD PROGRAM TOO.

```
100 CALL CLEAR :: ! ZLARGEKEY #2
110 CALL SPRITE(#1,90,2,94,126)
120 CALL SPRITE(#2,91,2,108,126)
130 CALL SPRITE(#3,92,2,94,142)
140 CALL SPRITE(#4,93,2,108,142)
150 CALL MAGNIFY(2)
160 CALL JOYST(1,X,Y)
170 CALL MOTION(#1,-Y,X)
180 CALL MOTION(#2,-Y,X)
190 CALL MOTION(#3,-Y,X)
200 CALL MOTION(#4,-Y,X)
210 DEF D$(X)=CHR$(3*X+6.5*(X AND 2)+48)
220 DEF CD(X$)=ASC(X$)-55+7*(ASC(X$)AND 32)/32
230 ON ERROR 240
240 F=0 :: R$="" :: PRINT "PUSH A KEY !"
250 CALL KEY(5,K,S)
260 IF S=0 THEN 250
270 IF K>144 THEN 250
280 IF K<34 THEN 250
290 K=K-34
300 I$=CHR$(K+34)
310 IF R$=I$ THEN 240 :: CALL CHARPAT(ASC(I$),J$)
320 FOR I=1+F TO 16 STEP 2 :: M=CD(SEG$(J$,I,1)):: R$=R$&RPT$(D$((M
AND 12)/4)&D $(M AND 3),2):: NEXT I :: IF F THEN 330 :: F=1 :: GOTO
320
330 CALL CHAR(90,R$):: CALL CLEAR :: DISPLAY AT(18,7):CHR$(90)
&CHR$(92):: DISPLAY AT(19,7):CHR$(91)&CHR$(93)
340 PRINT I$;"=CHR$(";ASC(I$);")":J$:"=":R$: : :: GOTO 160
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FOUR-A/TALK

Random ramblings
about things TI.

by Bill Gaskill

February 1989

DKM BASIC COMPILER

The following information on the DKM Basic Compiler comes from Illinois 99er Marc Levine. I don't usually borrow material from others for this column, but the information is important and it is well presented, so here goes.

First Impressions of XCOM, a Basic/Xbasic Compiler from DKM Enterprises, p.O. Box 501046, Indianapolis IN 46250-1046.

Well, I got it, I've mentioned it before here, this Basic/XB Compiler from "DKM". After some hints I got my wife to get it for me for Xmas. Considering that it's 49.95 this was quite a step on my behalf, getting an "untried" piece of software for a "you got to be the best thing since sliced bread price" in the TI world. The program comes on a "protected disk". I know there are many out there who would not get anything if it's protected. Actually, in this case I can almost live with the protection **** IF ***** the loader for the compiled programs were unprotected. In fact, just as there is now a fortran loader and quick-run loader released, it's absurd to not just release a loader into the public domain. As it turns out now, even after compiling your program, you still must use the "PROTECTED" disk to load your program. Totally unacceptable. It also uses either the MINIMEM or Editor/Assembler cart to compile or load the programs. I also found that it would not work with the Gram Kracker Utilities version of the E/A (E/A loaded with XB). XCOM also uses the RAM in the MINIMEM so larger programs can be compiled and run with it over the E/A. I assume, but do not know for sure, that a supercart would also help.

Compilation involves saving your program in merge format. If Basic, there is a utility to allow you to save your programs in merge format using either the minimem or E/A carts with basic selected. To compile you use option 3 of e/a or 1 of minimem. The filename is "XCOM". It asks for a source name and a name for your compiled program. I found no problem using either the Myarc RAM Disk as DSK5 or the CC RAM disk on my second system as DSK3. Worked fine. ONE BIG ANNOYANCE I HAD WAS THE AUTO DEFAULT TO DSK1 FOR A WORK DISK! Need to have an unprotected disk in drive 1 for it to create a work file to use. It deletes it when it's done. I would much prefer the option to select a work drive. I would of course select a RAM disk drive #. The compiled programs are run using a "LOAD" program which much be first loaded using again option 3 of e/a or option 1 of minimem. When loading it obviously loads several utilities. The disk does not have to be in drive 1. I had it in drive 4. It keeps looking for a disk name obviously. Did that several times. Then you load your compiled program and off it runs.

Quick, I must admit. Tried compiling several programs, found that it stumbled of things like "USING" and "IMAGE". It gave gave compilation errors with those. I tried it with a Basic calendar program I have.

It MOVED!!!! Much faster I must admit. Tried it with an old Xbasic game called something like "SPACEPATRL". It ran much faster but seemed to have trouble defining the sprites. My sprites were just large letters. The joystick scan seemed to be much faster. There were very few missed "COINC" that Xbasic is famous for.

The compiled code is D/F 80 and uncompressed. A 22 sector original program wound up as a 94 sector D/F 80 file. If a loader were available to be released into the public domain as it should, I would upload it with before and after files so you could see for yourself.

The program needed to load the compiled code and the compiled code itself should be in program image format and the loader, at least, should be converted to work in XB, possibly by using a "SYSTEX" type aproach. The best approach would be where the utilities to run the compiled program and the compiled program itself would be combined in a "Program Image" format capable of being run from Option 5 of E/A or any other program image loader.

I feel XCOM has alot of potential. It's an approach to the one utility that we are still hurting for. Mr Douglas Martin of DKM should talk to either Barry Traver of Genial Software or Chris Bobbit of Asgard Software. I had previously suggested to Mr Martin that he join Genie. If he has, he's never left a message. I suggested to him that he attend and give a demo at the TI Faire in Chicago. He never did. As I've said before, DKMs distribution capacity are poor even by orphan standards. I feel the marketing capacity of ASGARD software or Genial Software, plus the technical expertise that they could supply/get to aid Mr. Martin, could help in turning XCOM into the next big seller in the TI world.

TRIVIA:

Did you know that...

-the December 1984 issue of Family Computing, a former 99/4A supporter, has pages 145-152 bound in upside down?

-Bill Moseid's Model Masters outfit released Disk Manager 2 on disk for $22.50 in December 1982 before the program was available in cartridge format?

-Mark Sumner, one of the first of the GEnie sysops when it opened up the TI-SIG, was also one of the early software suppliers for the 99/4A with his Counterpoint Software Company. Counterpoint changed its name to Challenger Software International, which later became CSI Design Group before eventually disappearing from the TI-99 market. This is the firm that released the unheralded WINDOWS 99 program, an assembly language windowing utility that could also be purchased with the source code.

-Memory Devices of Lilburn, Georgia, an outfit that advertised business software for the 99/4A, changed its name to BizWare in November 1982?

-Oak Tree Systems, who we all know as the company that produced the ACORN 99 data base manager, ENHANCED DISPLAY PACKAGE and SMASH, the program compactor, also produced a children's educational program named CROSSUMS and a personal finance program named CHECKBOOK?

-the now defunct Popular Computing Magazine ran an article in its July

1984 edition deriding the non-standard 16-bit chip and TI's use of it. The article pointed to the failure of the 99/4A in support of the 8-bit standard that TI chose to ignore?

-99er Phil Barnes, of Mission Viejo, California, wrote the first XB spreadsheet for the 4A? It was originally released in June 1984 as a commercial offering.

-Creative Computing Magazine's March 1984 edition contains an article by editor and long-time computer afficianado David H. Ahl that rivals Joseph Nocera's "Death of a Computer" article for Texas Monthly in content of information regarding the demise of the 99/4A?

-when Computer Shopper first appeared on the scene in 1983 you could buy 12 issues for $10?

-Extended Software, the Cedar Creek, Ohio firm that gave us TYPWRITER, DIABLO, NAME-IT and a host of other programs, also ventured into the Coleco ADAM computer software market in 1985? What ever happened to them, anyway?

-Plato Courseware consists of over 500 titles, but less than 100 actually made it into 99/4A format?

-Quality 99 Software's Larry Hughes wrote the Super Disk Cataloger program marketed by J and KH Software?

-an outfit named JW Software out of Illinois marketed several games for the 99/4A such as RUN THE RAPIDS, SHUTTLE COMMANDER, SUBMARINE WARRIOR and WILD WOODS that I'll bet most most 99ers never heard of?

-a Texas distribution outfit named the Tronics Sales Corporation used to sell the 99/4A directly to end-users like Amway and Mary Kay Cosmetics does, door-to-door?

-TI used to market a Video Disk Controller System that consisted of the 99/4A computer and special software?

-in April of 1984, a full five months after the "bailout", TI still had 14% of the home computer market?

ORPHANED COMPUTERS:

-Speaking of orphaned computers, whatever happened to the;

ACORN BBC Micro
ADAM
ALTOS 586 PC
APPLE III
APRICOT F1
APRICOT PORTABLE
APRICOT Xi
CANON AS-100 PC
CDI DOT
CENTRON TELETALKER
COLUMBIA VP PORTABLE
COLUMBIA MPC
COMMODORE 16
COMMODORE LCD PORTABLE
COMMODORE PET
COMMODORE PLUS 4
COMMODORE SX-64
COMMODORE VIC-20
CORONA PC
CROMEMCO C-10
DATAMAC 1600
DEC RAINBOW 100 PLUS
DIMENSION 68000 PC
DIRECT 1625 and 1631 PC's
DURANGO POPPY PBS
DYNALOGIC HYPERION
EAGLE 1600 PC
EPSON GENEVA
EPSON QX-10 and 16
ERICSSON PORTABLE
EXECUPORT XL
FUJITSU MICRO 16

HAVAC U-SCI
HITACHI PC
HONEYWELL 6/10 PC
HP 150 TOUCH-SCREEN
HP INTEGRAL
HP VECTRA
IBM PCjr.
IMP PC
ITT XTRA
LISA
MACCHARLIE
MAD-1 PC
MAGIC COMPUTER
MATTEL Intellivision
MORROW MDII
MORROW PIVOT
MTI P.E.C.
MTX 512
MULTITEC MPF-V PC
NABU 1600
NCR DECISION MATE
NCR PC 4 and 6
NEC STARLET
NORTH STAR 8/16
OLIVETTI M20 PC
ONYX 2000
OSBORNE 1
OSBORNE VIXEN
PANASONIC SR. PARTNER
PERSONA BUSINESS PC
PRONTO SERIES 16
QUADRAM DATAVUE 25
ROMAR II
SANYO MBC 550
SEEQUA Chameleon
SILVER FOX
SINCLAIR QL
SINCLAIR ZX80 and ZX81
SKS PC
SPERRY PC
SPERRY PORTABLE
STM PIED PIPER
STM PORTABLE
SUMICOM 330
TANDY TRS-80 MODEL 4D and 4P
TANDY MODEL 1000
TANDY MODEL 1200 AND 1200HD
TANDY 2000
TANDY MODEL 6000
TAVA PC
TELEVIDEO TS 1602/3
TIMEX-SINCLAIR 2068
VICTOR 9000 PC
VISUALL 1050 PC
ZAISAN ES.3
ZORBA PORTABLE

-And what about all of those Japaneze MSX computers that were poised to flood the American home computer market in late 1984? Computers like the NATIONAL CF2000, PIONEER PX-7, SONY HIT BIT, TOSHIBA HX-100 and the YAMAHA CX-5

-I guess the big difference between all these computers and the 99/4A is that we are still a viable community. Right on!

PERSONAL AUDITOR:

Last time I told you about the MICROdex99 project I am working on. This time I am announcing Personal Auditor, a personal finance management program for cash, checking and creditcard management. The program provides a host of features including budget versus actual and year to date analysis, month to month comparisons on any of the 60 user-defined budget categories offered, **data can be graphed** and printed, audit trails can be created on isolated accounts and much more. Also included is support for the Triton SEB module's internal clock routine, assembly programs such as screen dumps may be loaded, printer control may be built into reports, screen colors can be changed to any combination of colors supported in the extended basic environment. An appointments calendar allows you to create reminders that may be read each time you boot the program. Personal Auditor even comes with more than 80 pages of illustrated documentation. If you have 32K, XB and a disk drive, and you would like a copy of this program, please send $20 to;

Bill Gaskill
Box 2642
Grand Junction, Co.
81502

NICK SPEAKS

First off, I must congratulate D.J on a well written short article last month. As you know from last month, I am quitting the exec board. They have decided to move the bbs and relieve me of sysop duties. The bbs is being moved to Calument City. If you object, let the exec board know. The Hardware manual is now being handled by Chuck Levitt, member #001. If you haven't ordered it yet, send $10.00 to Chicago Times P.O. Box 578341 Chicago IL 60657. ATTN CHUCK LEVITT.

This leaves me with 2 things for the group. The Newsletter exchange and the program exchange.

The newsletter exchange articles will vary in the newsletter. Most things read can be made into a book (like the hardware book) which made it easier to get the information to you. Also the newsletter editor may not have the time to fit it in. I have sent Bob articles to be reprinted like last month by Colin Cartwright on sync for RGB monitors. Other articles I have sent him got lost or squeezed out. I remember promising you in the past that more Jim Peterson Tip From TigerCub columns should be printed. I don't know where they are. Bob has most of 1988 newsletters. As I have proved with the hardware book, the best way to get you the information is to create another book. Currently I belive a second book is in the making. This is being done by Ernie Pergem and contains all TI-Writer tutorials.

I still need help with the program exchanges. You do not have to be a member to help. All you have to do is catalog and comment a pack of disk I will be sending you. You may keep a copy of the disks for yourself. What a better way to increase your library as well as user groups library too. REMEMBER THE PROGRAM EXCHANGE IS BEING DONE TOTALY INDEPENDANT FROM THE CURRENT LIBRARY.

Bob didn't print my one article for the Jan newsletter, nor did he print it last month. It was a timely but funny article. If you want to know what it said as well as why Bob didn't make the last 2 meeting call, my BBS at (312) 345-4127

This bbs is my personal bbs. Since I am getting articles in the library exchange program, I am turning it into an article information bbs. All this bbs will have is articles that you can download or view which may or maynot help you on programming. NOTE TO ALL AUTHORS AND OTHER GROUPS: if you have articles that can be put up. Mail me a DSSD or SSSD disk. If you include enough postage I will return your disks with article from the BBS.

FOR PROGRAM EXCHANGE HELP OR ARTICLES CONTACT

Nick Iacovelli Jr.
1411 N. 36th
Melrose Park IL. 60160-2726

Groups do you need money for your treasury? Hold a paper drive!! If each member brings in some newspapers, this can be a nice source of income for you.
Another thing you can do is get a copy of the Hardware Book. Reprint it and sell it with your title page. This book, since it's part of a newletter exchange, may be reprinted by any group.

The newsletter I like the best is the Why 99'er 84 Glenhaven Dr. Amhurst N.Y. 14120. To subscribe send them $20.00

Remember, if you wish to see my article in it's entirety, call my bbs at (312)344-4127

I wanted to list some new software for the TI this month. But, I was sick for a week with the flu and a deadline fast appoaching. I am going to endit this month with a explanation on the 8 bit geneve and the 16 bit TI.

The Pinout are as follows.

TMS9900
1 Vbb 15 A9 29 Dbin 43 D2 57 Nc
2 Vcc 16 A8 30 Cruout 44 D3 58 Nc
3 Wait 17 A7 31 Cruin 45 D4 59 Vcc
4 Load 18 A6 32 Intreq 46 D5 60 Cruclk 5 Holda 19 A5 33 Ic3 47 D6 61 We
6 Reset 20 A4 34 Ic2 48 D7 62 Ready
7 Iaq 21 A3 35 Ic1 49 D8 63 Memen
8 01 22 A2 36 Ic0 50 D9 64 Hold
9 02 23 A1 37 Nc 51 D10
10 A14 24 A0 38 Nc 52 D11
11 A13 25 04 39 Nc 53 D12
12 A12 26 Vss 40 Vss 54 D13
13 A11 27 Vdd 41 D0 55 D14
14 A10 28 03 42 D1 56 D15

TMS9995
1 Xtal 11 D1 21 Nmi 31 Vss
2 Xtal2/Clkin 12 D0 22 Reset 32 A7
3 Clkout 13 Cruin 23 Ready 33 A8
4 D7 14 Int 4/EC 24 A0 34 A9
5 D6 15 Int 1 25 A1 35 A10
6 D5 16 Iaq/Holda 26 A2 36 A11
7 D4 17 Dbin 27 A3 37 A12
8 D3 18 Hold 28 A4 38 A13
9 D2 19 We/Cruclk 29 A5 39 A14
10 Vcc 20 Memen 30 A6 40 A15/Cruout

Looking at the above pinout, notice that the geneve 9995 has 16 address lines and 8 data lines. The TI-99/4a TMS9900 has 16 address line and 16 data lines. Which is a true 16 bit processor? The 9995 can be called a 16 bit processor because of the 16 address lines. What I believe this chip does is clock in the first 8 bit on the first clock pulse and the second 8 bit data on the next. It then internally process all 16 bits of data then reconvert it back to 8 bit and sends it to the peripherals. With a 12Mhz clock it's no wonder it's fast. The TMS9900 is tied to 16 bit rom in the console. The console Rom is not slow but it's only running at 4mhz with bad gpl programing slowing it down. The TMS9900 also communicates with a 8 bit bus line. The 32K card and everything in the pebox is 8 bit. This slows it down even more. When TI built the machine 16 bit parts were not common and had to interface to 8 bit parts. If you REBUILT the 32k card on the 16 bit bus. It will show a major increase in speed. The diagram on how to do this is in the Hardware Book. If you rebuilt the complete system on the 16 bit bus you may have a machine that can beat the geneve.

Nick Iacovelli Jr.

From The Other Orphanages

by Jim Derk

This is the first of a series of reprint articles. I just received the post of old news reveiwer. I will try to print as many tidbits of knowledge as I can possibly come up with. If anyone has any suggestions or comments just send them to the groups P.O. box and they will somehow get to me.

OK down to business. This month I will talk about printer interfacing. We will specifically deal with parallel interfacing to the TI99/4A (If someone will donate a GENEVE to me then I will discuss things that deal with the GENEVE in another article).

SERIAL INTERFACES:

Serial interfacing is very straight forward. Most printers only require four lines to work correctly. Others may require the additional lines supplied by the TI.(see RS232 card manual pages 24-25).

BASIC SERIAL INTERFACE

computer				printer
pin 2	<	input data	<	pin 2
pin 3	>	output data	>	pin 3
pin 7	-	signal ground	-	pin 7
pin 20	<	device busy	<	pin 20

NOTE: pins 2 and 3 may need to be reversed on the printer end by some printers.

PARALLEL INTERFACES:

Parallel interfaces on the other hand require a minimum of 11 lines.

BASIC PARALLEL INTERFACE

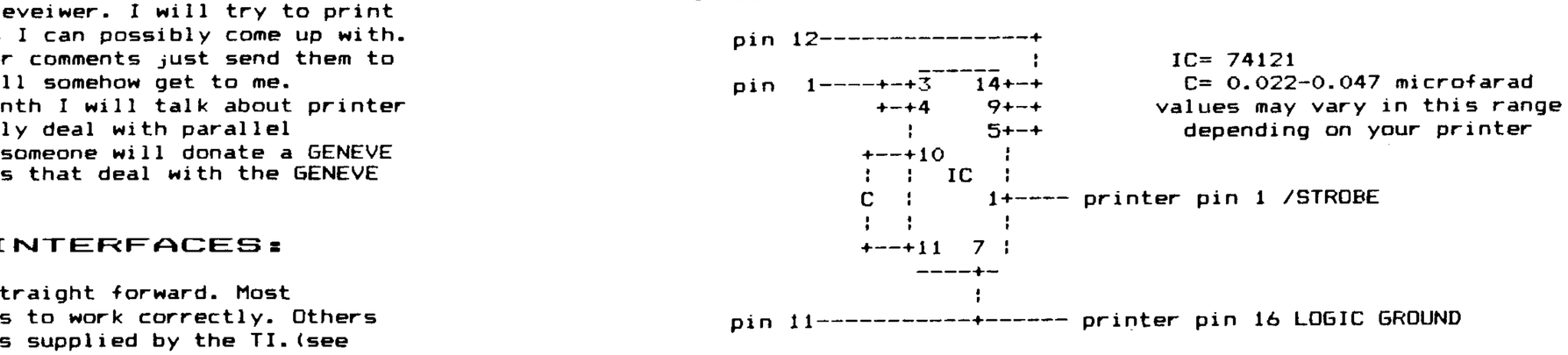
computer		printer
pin 1	/strobe OUT	pin 1
pin 2	data 1	pin 2
pin 3	data 2	pin 3
pin 4	data 3	pin 4
pin 5	data 4	pin 5
pin 6	data 5	pin 6
pin 7	data 6	pin 7
pin 8	data 7	pin 8
pin 9	data 8	pin 9
pin 10	/acknowledge IN	pin 11
pin 11	*logic ground	pin 19-30
pin 12-15	not used	
pin 16	*logic ground	pin 19-30

* do not attach to printer chasis, some printers have isolated chasis and logic grounds *

Now the tricky part about parallel interfacing with the TI. If the above cable configuration works, as it does for most EPSON compatable printers, your in luck. If you have a printer that does not work if wired as above read on.

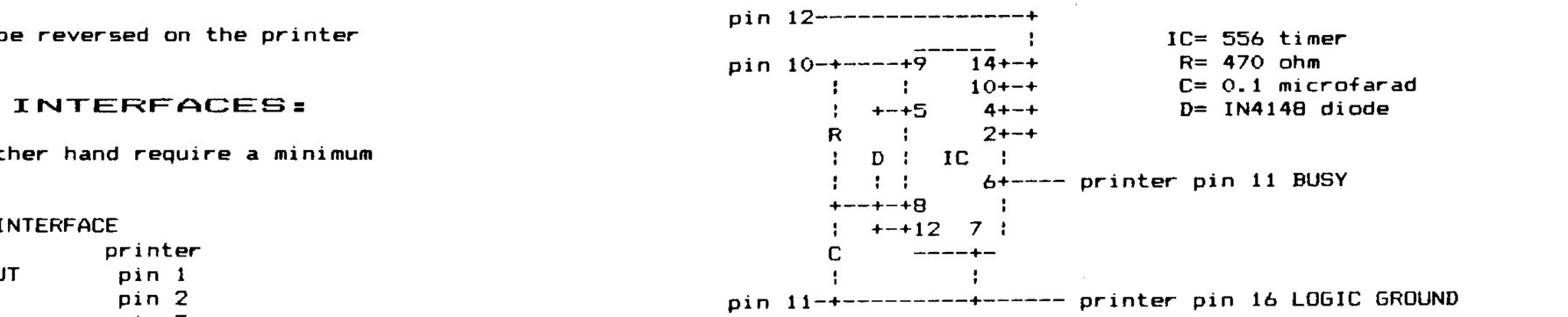
INVERTED DATA STROBE:

Some printers such as Hewelett Packard Ink Jet use an inverted Data strobe so you will have to add the following circuit to the interface cable.



CENTRONICS COMPATIBILITY:

To make matters worse some printers are very sensitive to the timing guidelines set by Centronics Corp. for parallel interfacing. The TI RS232 card is not truly Centronics compatible. Some printers will need this small timing circuit added to the interface cable inorder to run properly.



This should be all the circuitry needed to get most printers up and running with the TI99/4A. Luckily I have not heard of any printers that require both circuits in the same cable.

STAY TUNED FOR MORE RERUNS.

MEMBERSHIP NEWS AND VIEWS

by James Brooks

DUES ARE TO BE AS FOLLOWS FOR 10 ISSUES OF NEWSLETTER.

All renewals made between Sept 1, and Dec 31 can pay IN PERSON ONLY (at a meeting or at the Faire)--$18.00 per 10 issue year by Mail.

All members within the USA:-----$21.00 per 10 issue year by Mail.

All members outside the USA:----$24.00 per 10 issue year by Mail. (extra postage for overseas mailing cost $3.00 per year).

LIBRARY CATALOGS WILL BE SOLD FOR $2.00.

All First time members will receive a ONE TIME ONLY PACKAGE WHICH INCLUDES THE FOLLOWING:

1. A USERS GROUP DEMO DISK.
2. A USERS GROUP LIBRARY CATALOG.
3. AN APPLICATION AND INSTRUCTIONS FOR USING THE BULLETIN BOARD AND GETTING A PASSWORD.

Late renewals (between February 1, and August 31, will receive back issues (subject to availability as we do run out and cannot get reprints).

Renewals from Sept 1, thru Dec 31, will not receive any back issues but gain the NEWSLETTERS for the rest of the year (October, November or December).

At the meeting of February 4, we had one New member and several renewals. Others have come through the mail since.

Last Month's Newsletter was the last for those that have not renewed by February 20, the deadline date that Bob Demeter has set for getting the labels ready for the Newsletters. He wants to have more than one day before the meeting to get them back from the printer and mail them out.

At the February meeting, the raffle for the Ramdisk was won by Butch Goldstein. We had nearly 70 members present in spite of the very bad weather. Travel was very bad getting to the meeting and many that are usually in attendance could not battle the traffic.

Our membership wants to get more going for the benefit and help for our members. There is still a lot of Fairware out there and I would encourage all users to donate to the Authors. A letter came to me suggesting that a users Group should keep track of the Authors addresses as some have changed. Most of the Author's addresses are included with the Freeware. If they change their address, they must file a change of address with the Post Office for forewarding of their mail. If the Author is not a member of the CTIUG, we do not know his address other than what is given on the Freeware. (Maybe some of those Non-CTIUG Members will join and then we will have their address's in our file.

Just a suggestion, HINT, HINT)

Well that's enough for this month. See you at the March 4th Meeting.

TIME TO RENEW RENEW RENEW TIME TO RENEW RENEW RENEW TIME TO RENEW

CS1*FINDEX

AN AUTOMATIC CASSETTE TAPE PROGRAM

LOCATION SYSTEM

a review by Charles Good

Lima Users Group

This one is for cassette tape users and for those interested in unusual programming techniques. Have you ever wondered if it was possible to mark with software the position of a specific program on a cassette tape full of many programs and then have the computer search the tape from the beginning until the specific desired program is found? TI did once develope such a system for its 99/8 computer, but TI's WAFERTAPE drive was never released. Coleco ADAM computers sccessfully use such a system. Not so for the TI99/4A, according to many well respected comentators. I have read again and again in our exchange newsletters expert comment to the effect that with the TI there is no way to automatically, under software control, advance a long cassette tape to the exact physical location where a program starts. Well....., way back as early as 1983 Joseph E. Bartle of Parish NY wrote a TI BASIC program that does this for the TI! I recently acquired a copy 1985 update of Joe's CS1*FINDEX program (still entirely in TI BASIC with no assembly routines) and after removing a few bugs I am quite impressed with capability of this software.

CS1*FINDEX will do its stuff even if you don't have a printed list of which programs are on a program tape, even if you are using a tape recorder that does not have a numerical tape counter, and even if you are using a tape recorder that is not automatically controlled on/off by the 99/4A. CS1*FINDEX finds semiautomatically the exact location of a program on a long tape. The manual tape recorder operations required of the user are all prompted from the screen. If you are using a TI compatible recorder, CS1*FINDEX will advance the tape to your program's location after you press fast foreward, and then automatically stop the tape. If you are using a tape recorder that the TI cannot automatically turn on and off, CS1*FINDEX will turn the screen from green to yellow and finally to red to indicate when you should manually press cassette STOP once the location of your program has been reached. Neat!

With CS1*FINDEX you can create a catalog of up to 10 programs you want to put on one side of a C60 tape and put this catalog at the beginning of the tape. The catalog includes program name (up to 12 characters with spaces anywhere), and there is also provision for catalog to display a 12 chracter comment for each of the 10 programs. You can then put your up to 10 programs onto the tape, with CS1*FINDEX advancing the tape recorder to the correct tape location where you should SAVE CS1 each program. It is necessary to reload CS1*FINDEX for each of the programs you put on the tape. Thus, users with only a console/cassette system will appreciate the fact that CS1*FINDEX is designed to be small enough to load into the MINIMEMORY module with SAVE MINIMEM. Then each time you need to load CS1*FINDEX, all you do is type OLD MINIMEM, and CS1*FINDEX boots in a few seconds. Otherwise it takes about 90 seconds to load CS1*FINDEX from tape.

Later, when you want to use the tape you load CS1*FINDEX into the computer and then load the tape's catalog from CS1*FINDEX. From the catalog display you select the number of the desired program on the

tape. You are then instructed to rewind the tape to the beginning and press FAST FOREWARD. CS1*FINDEX then advances the tape to the program's location, automatically stops the tape if you are using a TI compatible recorder, displays the name of your program on the screen, and informs you this program has been located. Then CS1*FINDEX BREAKs to command mode and allows you to load your program in the normal way by typing OLD CS1 and following all the usual screen instructions, except that you DO NOT again "rewind cassette tape". CS1*FINDEX can easily be modified in extended basic to load the located tape program into the computer from within CS1*FINDEX rather than from command mode. Change line 1770 to read RUN "CS1".

If you already have a printed list of each program on the tape and in which order the programs occur, you can bipass the catalog loading procedure. When you RUN CS1*FINDEX your first option is "LOCATION SEARCH (Y/N)". From here you can use CS1*FINDEX to locate the first or second or third, etc, program on the tape without using time to boot the catalog.

What's the secret? How does CS1*FINDEX using only TI BASIC with no assembly routines do what all the experts say can't be done? Have you ever noticed how the tape recorder behaves when you read or write tape serial FILES (as opposed to PROGRAMS)? The recorder starts, reads in or writes what I presume to be a file header, then stops. Then the recorder starts again and reads or writes the first record and then stops. Then the recorder starts again and reads or writes the second record and then stops, etc, etc. The total number of start/stop cycles equals the number of records plus one. The computer controls the turning on and off of the tape recorder motor and IT DOESN"T MATTER TO THE COMPUTER IF THE RECORDER IS SET FORPLAYOR FORFAST FOREWARD. When searching for a program, CS1*FINDEX writes a false file to the tape, turning the tape recorder motor on and off several times as this file is written. The tape recorder is set for FAST FOREWARD rather than for RECORD as this file is written, so the tape never receives any data. The computer cannot directly sense that the tape is not getting any data, so the computer continues to turn the recorder motor on and off as it writes its fake file to the tape. When turned on, the tape advances very rapidly because the recorder is set for FAST FOREWARD. A tape file designed to write up to 10 records with a record length of 192 will go through up to 11 start/stop sequences on a C60 tape before the tape is completely wound up on the take up reel. This is how CS1*FINDX locates physical blocks of tape space in which to insert programs, and can later find a specific program located at any one of these physical blocks of tape space. The first block (corresponding to the false file's header) is where the catalog is stored, and the next 10 blocks (each corresponding to a false file record) are where the programs are stored. Enough space is included in each of the program storage blocks to store the largest possible tape PROGRAM.

LIMITATIONS: 1--You can't use CS1*FINDEX with already existing program filled tapes. The spacing of the programs on the tape won't be right. You need to load programs onto your program storage cassette tapes using CS1*FINDEX. 2--Problems may occur if different tape recorders are used to store and later play programs. If the FAST FOREWARD speed of the two recorders differs very much CS1*FINDX will not correctly find the location of the desired program. 3--There is only room for a short program in the last (10th) program block before the tape runs out.

The author of CS1*FINDEX has written some rather wordy documentation files to explain the use of CS1*FINDEX. These files are in PROGRAM

format so that they can be loaded from tape and read by console/cassette-only users. In general most users can play around with the program and figure out how to use it without these docs. A sample tape program finding catalog is printed below as is the CS1*FINDEX program listing (checksums added using EZ-KEYS PLUS) with permission of the author Joseph E. Bartle. It is released to the TI community as FAIRWARE. If you like it, send whatever you think it is worth to Joe at the address in the REM statements at the beginning of the program. Joe has other fairware offerings. Write or call him for details. User groups, not individuals, may obtain a copy of CS1*FINDX and the above mentioned doc files by sending a disk and paid return mailer to the Lima User Group, P.O. Box 647, Venedocia OH 45894

SAMPLE FINDEX CASSETTE CATALOG

```
     CATALOG
NUM     PROGRAMS
  1  3D TICTACTOE
  2  BASEBALLSTAT
  3  DRAW--------
  4  FUN HOUSE___
  5  MEMORY JOB--
  6  SPELL QUIZ__
  7  GOLFHANDICAP
  8  LIGHT YEARS-
  9  PHOTO DIARY-
 10  ------------
     REMARKS!
 11 R TIB---------
 12 R TIB/DATAFILE
 13 R TIB TEACHING
 14 R XB/JS OPTION
 15 R TIB/DATAFILE
 16 R TIN/DATAFILE
 17 R TIB---------
 18 R TIB---------
 19 R TIB---------
 20 R ------------
```

Editor's note: CSI*FINDEX is now in the group's library. -bd.

Library Shelf

— Bob Demeter —

Hey, long time no speak. Yes, it has been a while since I've written a Library Shelf article. I want to apologize to all and thank those that wrote and said they missed it. I think you really missed my run-on sentences. Just like the one above. I'm sorry, I guess I type like I talk, Non-stop. It's been getting harder and harder for me to sit down and write articles. I haven't been too active on the boards lately either. This is were I get a lot of new things for the library. But not all. We have a few good members and friends that send us software too.
Ray Kazmer is a good friend to the group. Ray, I'm sorry to hear about your computer. If there's anything I can do to help, please feel free to let me know. We must keep great programmers like you alive and

functioning. Ray's latest piece of work came to me via Walter Sharritts. A note was enclosed saying Ray's computer was broke. Ray was unable to make copies of his latest creation. He asked Walt to send us a copy. Walt, I thank you for taking the time to mail not 1 but 2 versions of Valentine.
As mentioned. Ray Kazmer has a new program called VALENTINE. His old friend Woodstock is the leading character. Woodstock has found that his girlfriend, Penelope, is missing. It is up to him to rescue her. Poor ole Woodstock. He must now face, THE MAZE OF GROG. Indiana Jones step aside. What you went thru looks like boy scout camp compared to this. Can you imagine a 6 oz. leading man facing a gigantic troll named Grog??? My poor wife had to leave the room. She can't stand violence. Let me take my checkered jacket off. I want to tell you seriously you HAVE to HAVE THIS ONE. THIS BABY IS GREAT!!!
Woodstock must travel through the maze in search of Penelope. She is being held captive by the evil troll Grog. Watch out, he's a meany. On the way, there are treasures to retrieve. Finding a key will let you through a door. Like any adventure game, you pick up points and energy by doing certain things. Of course, like any adventure game, there are pit falls and other dangers to watch out for. But, I found this game more enjoyable then any adventure game I've ever played. The graphics and animations are truly a work of art. Ray had to of put months into this. You just can't believe the detailing. If you buy anything at all this year, buy this. I think you'll enjoy playing this game time after time after time. I played it on the TI and 9640 so I can say it is compatible with both. I used the keyboard with the 9640. Don't worry about the alpha lock. It doesn't matter.
You'll find this program in the library at the next meeting. It would have been there in time for Valentines, but it got sent to the group's P.O. Box. By the time it went thru processing and finally got re-mailed to me, it arrived the day of the meeting. PLEASE REMEMBER TO SEND ALL DONATIONS FOR THE LIBRARY TO ME. Send them to Bob Demeter P.O. Box 454 Whiting, Indiana. 46394. This way I'll get them right away. This program is Fairware so the normal fee will be $2.00. Please remember, you should send a donation ($5.00) to the author. Ray could use the money to repair or replace his broken computer. Ray Kazmer 13225 Azores Ave. Sylmar, California 91342
FUNLWEB anyone? Yes, the boys from down under have just released version 4.13 of their world famous FUNLWEB word processor plus. This version repairs a few superficial bugs. It also allows you to view files without loading them into memory. It will let you have 1 file in memory and view another using VDP memory. Quite nice for looking things up while writing an article, etc. I put this thing on the level with Myarc's My Word now. The biggest feature is it now supports a full 80 column display. This was written with the Dijit 80 column card in mind. Now we have a choice. 40 columns for normal TI use. And, 80 for those with the Dijit card. It should support the Mechatronics 80 column card too. I've used it on my Geneve. Matter of fact, I used it to do the newsletter on. It boots right from my hard drive with no problem. Matter of fact, I kind of like it better then My Word. It has all the same features and doesn't knock out my XB like MW does. 4.12 locked me up when I did a Show Directory. This one works just fine. The only problem I've encountered is with the formatter. Once you run a formatter job, you can not get back. I have to Shift Shift Control back to GPL. Then re-load the whole thing again. At least MW works there. All in all, I think you'll love this new version. There is now a cursor marker at the bottom of the screen. This way you'll always know what column your cursor's at. You can even make this line a different color then the screen. Check this one out. I think you'll be very pleased with it. The 2 disk set is in the library for $3.00. Don't forget a donation for Tony and Will.

Also in the library is a program called CS1*FINDEX. This is a fantastic program for cassette users. It was written by Joseph Bartle. Joe was or still is a member of our club. Way to go, Joe. I understand he has written other Fairware programs too. Maybe we can incourage him to send some our way for review and placement into the library. You will find a more detailed review of CS1*FINDEX by Charles Good elsewhere in this newsletter. This SS/SD disk is in the library for $2.00. Don't forget a donation to Joe at 16 S and E Trailor Ct. Parish, N.Y. 13131. Depending on space, I will have a type-in of this program available this month or next.
For you 9640 owners, I have had a few things to put in the library that haven't been mentioned. I have DOS 4.14, GPL 1.04, MW 1.21, FILE-ZAP 1.3, MOUSE MENU, RAT, Schroeder's Menu, Johnson's COLOR SET, QUICKFOR, QDE and an unofficial MW 1.22. I'll get them on disks and list them out for you next month. Till then, you can order individually. Figure $2.00 each.
The NEW library catalog is being mailed out. Did you get or order yours yet? The catalog sells for $2.00 plus 50 cents postage. The new catalog lists disks 101 to 170, all the Fairware and 9640 software I had as of November 1988. This represents over 100 disks and 1200 to 1500 filenames. Get your pretty yellow book now and see what you're missing. First time members and those with on-going status will receive theirs free.
Please remember to mail your library orders to me C/O P.O. Box 454 Whiting, Ind. 46394. Some orders are going to the group's PO Box. It is taking time to process them and re-mail to me. Also, your check may get cashed before the order goes out. If you send them to me, your check gets cashed only after validation your order has been filled.

Well it has finally happened. After taking on the editor's job last year, I mentioned to Hank that I wouldn't mind giving up the library one day. I started helping John Behnke about 6 months after I joined the group. It's been a long 4 years and many many hours of work. I've made a lot of friends and a few enemies. I've done a few good things and a few bad. I've had some good ideas and some bad. I guess I've had my share of ups and downs. But I'd do it all over again. Maybe not the same way, but I'd still do it. These past 4 years have been very enjoyable for me. I thoroughly enjoy writting these articles. Doing reviews, finding programs and selling disks has been a lot of fun for me. Mailing out the orders was a chore. But, Tom Niemczyk and Bill Hughes made that all easy. These 2 able-bodied assistants handeled that chore with the greatest of ease. All I had to do was gather the mail and pass the orders on to them. They took care of the rest. I don't know what I would have done without them. Bill, Tom, I haven't been able to thank you enough in the past for all you've done for me. THANKS FOR EVERYTHING !!!! Tom, you're a great Assistant Librarian.
But now it's time to move on. After my heart attack 2 years ago, I was told to slow down. Things are getting tuffer for me. Staying up till 4 or 5 in the morning is getting harder and harder all the time. But this is when I got most of my work done. No one was around to bother me. Now with the new baby and the family growing up, they're requiring more and more of my time. To tell you the truth. I think I'm getting old. I get up every day a 7 o'clock to take my daughter to school. Staying up till 2:30 or 3 am is getting harder and harder all the time. I guess my body doesn't like only 4 or 5 hours sleep any more. With going back and forth to school, kid's homework, my computer business, taking care of the baby and my full time job , I don't have 40 to 60 hours per week to sit at the computer like I used to. I don't feel I'm

doing the job properly. I don't have the time to. I feel it better to step down how while can still stand. God knows I don't want to end up back in the hospital. Those chest pains feel like a mac truck with a razor blade grill hitting you.
Don Jones and I have talked about it. I see he has finally found a successor for me. I'm sure Lionel will do a great job. I will be turning the reins over to him a.s.a.p. By the next meeting he should be in charge. Tom Niemczyk will be his Assistant Librarian and Donald Logan will be working with them too. I expect to have a very smooth change over. I will try to help Lionel all I can. I will turn the entire library over to him. Plus I will give him any disks I haven't reviewed yet. Who knows, I may just do a couple for him. Don has asked me if the library orders could still come to my P.O.Box. Of course thet can. Afterall, the new library listing has a new order form with my address on it. I will pick the mail up and pass it on to Tom and Don Logan. Tom will handel the numbered disks and Don will do the Fairware and 9640 stuff. Since Tom and Don don't live near one another, expect to have part of your order filled by Tom and part by Don if you order numbered and Fairware disks. You will receive to seperate mailings.
Well I guess I should shut up and get out of here. I'm on my 3rd page now. I just want to say it's been great serving as the head librarian. I will miss all my duties. But then again, I will have time to do others. Maybe I'll be able to get on DELPHI more and take care of our forum there. Thanks to all of you for putting up with me for 4 years. God, April would have started my 5th year. Where has the time gone? Thanks for all your kind words and help. Please keep in touch. I'd enjoy hearing from some of you programmers from time to time. Ray Kazmer, I always enjoy your letters, write me some time.
Till some time in the future, I remain your humble servant,

Bob Demeter

A sideways wink ;)

TIDBIT

Hank Ellermann

Talked with Lou Phillips today. Came up with a little modifacation for the HFDC to conserve heat. Also found out why my hard drive was stopping, this is a good one and its very simple.
The reason for it stopping and the system was locked up is due to a POWER FAILURE FOR LESS THAN 1 SECOND. So I had to try it out. I have all my gear on 1 toggle switch. So I turned the switch off and right back on, and WALLA there is the problem I have had. The hard drive is not running and the system is locked up. Thanks to Commonwealth Edison, we are paying 16 cents per killowatt hour for intermittent service, with clitchs for added fun.
Also there will be a new version of the EPROM (H10B) for the HFDC soon. That should take care of a bug or 2.

MODIFICATION!

U38=(74F153) also U39=(26LS32) if your HFDC has these chips, this will work. U38, solder pins 10, 11, 12, 13 to ground.
U39, Cut the ground that runs under this chip on the top side of board between pins 8, 9. Now you have to ground pin 8 once again, but do ALL jumpers on the BACK side of board.

Happy Birthday

This singalong program for the TI-99/4A will play Happy Birthday whilst showing the cake and candles on screen.

You might choose to use it as a birthday surprise and ask those celebrating to blow out the electronic candles on screen.

After a few blows and when everyone is going blue in the face, a press of any key will do the job for you.

```
 6 REM  THIS PROGRAM IS FOR THE TI99/4A
 7 REM  BY JAMES.D.WRIGHT
 8 REM    "HAPPY BIRTHDAY"
 10 CALL CLEAR
 20 CALL SCREEN(2)
 30 CALL CHAR(64,"FFFFFFFFFFFFFFFFFFFF")
 40 CALL COLOR(5,5,2)
 50 CALL VCHAR(5,16,64,5)
 60 CALL VCHAR(5,13,64,5)
 70 CALL VCHAR(5,19,64,5)
 80 CALL CHAR(112,"1818183C3C3C3C7E7E7E7E")
 90 CALL COLOR(11,11,2)
 100 CALL HCHAR(4,16,112)
 110 CALL HCHAR(5,16,113)
 120 CALL CHAR(113,"FFFFFF7E7E3C3C3C1818")
 130 CALL HCHAR(4,13,112)
 140 CALL HCHAR(5,13,113)
 150 CALL HCHAR(4,19,112)
 160 CALL HCHAR(5,19,113)
 170 CALL CHAR(152,"FFFFFFFFFFFFFFFFFFFF")
 180 CALL COLOR(16,16,2)
 190 CALL HCHAR(10,11,152,11)
 200 FOR I=1 TO 8
 210 CALL COLOR(I,9,1)
 220 NEXT I
 230 CALL HCHAR(16,4,104)
 240 CALL HCHAR(11,10,152,13)
 250 CALL HCHAR(12,9,152,15)
 260 CALL HCHAR(13,9,152,15)
 270 CALL HCHAR(14,9,152,15)
 280 CALL HCHAR(15,9,152,15)
 290 CALL CHAR(40,"FFFFFFFFFFFFFFFFFFFF")
 300 CALL HCHAR(16,8,40,17)
 310 CALL HCHAR(17,9,40,15)
 320 CALL COLOR(2,5,2)
 330 CALL CHAR(41,"FF7F3F1F0F070301")
 340 CALL HCHAR(17,8,41)
 350 CALL HCHAR(16,7,41)
 360 CALL CHAR(42,"FFFEFCF8F0E0C080F")
 370 CALL HCHAR(17,24,42)
 380 CALL HCHAR(16,25,42)
 390 CALL CHAR(153,"0103070F1F3F7FFF")
 400 CALL HCHAR(10,10,153)
 410 CALL HCHAR(11,9,153)
 420 CALL CHAR(154,"80C0E0F0F8FCFEFFF")
 430 CALL HCHAR(10,22,154)
 440 CALL HCHAR(11,23,154)
 441 CALL CHAR(56,"8142241818244281")
 442 CALL COLOR(4,5,16)
 443 CALL HCHAR(18,1,56,224)
 450 CALL SOUND(300,262,0)
 460 CALL SOUND(300,262,0)
 470 CALL SOUND(600,294,0)
 480 CALL SOUND(600,262,0)
 490 CALL SOUND(600,349,0)
```

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 500 CALL SOUND(1200,330,0)
 520 CALL SOUND(300,262,0)
 530 CALL SOUND(300,262,0)
 540 CALL SOUND(600,294,0)
 550 CALL SOUND(600,262,0)
 560 CALL SOUND(600,392,0)
 570 CALL SOUND(1200,349,0)
 580 CALL SOUND(300,262,0)
 590 CALL SOUND(300,262,0)
 600 CALL SOUND(600,262,0)
 610 CALL SOUND(600,440,0)
 620 CALL SOUND(600,349,0)
 630 CALL SOUND(600,330,0)
 640 CALL SOUND(600,294,0)
 650 CALL SOUND(300,494,0)
 660 CALL SOUND(300,494,0)
 670 CALL SOUND(600,440,0)
 680 CALL SOUND(600,349,0)
 690 CALL SOUND(600,392,0)
 700 CALL SOUND(1200,349,0)
 720 CALL SOUND(300,262,0)
 730 CALL SOUND(300,262,0)
 740 CALL SOUND(600,294,0)
 750 CALL SOUND(600,262,0)
 760 CALL SOUND(600,349,0)
 770 CALL SOUND(1200,330,0)
 790 CALL SOUND(300,262,0)
 800 CALL SOUND(300,262,0)
 810 CALL SOUND(600,294,0)
 820 CALL SOUND(600,262,0)
 830 CALL SOUND(600,392,0)
 840 CALL SOUND(1200,349,0)
 860 CALL SOUND(300,262,0)
 870 CALL SOUND(300,262,0)
 880 CALL SOUND(600,262,0)
 890 CALL SOUND(600,440,0)
 900 CALL SOUND(600,349,0)
 910 CALL SOUND(600,330,0)
 920 CALL SOUND(600,294,0)
 930 CALL SOUND(300,494,0)
 940 CALL SOUND(300,494,0)
 950 CALL SOUND(600,440,0)
 960 CALL SOUND(600,349,0)
 970 CALL SOUND(600,330,0)
 980 CALL SOUND(1200,349,0)
 981 CALL KEY(0,K,S)
 982 IF S=0 THEN 981
 983 IF K=30 THEN 984
 984 CALL COLOR(11,2,2)
 985 CALL COLOR(11,11,2)
 986 CALL COLOR(11,2,2)
 987 CALL COLOR(11,11,2)
 988 CALL COLOR(11,2,2)
 990 FOR DELAY=1 TO 300000000000000
 1000 NEXT DELAY
```
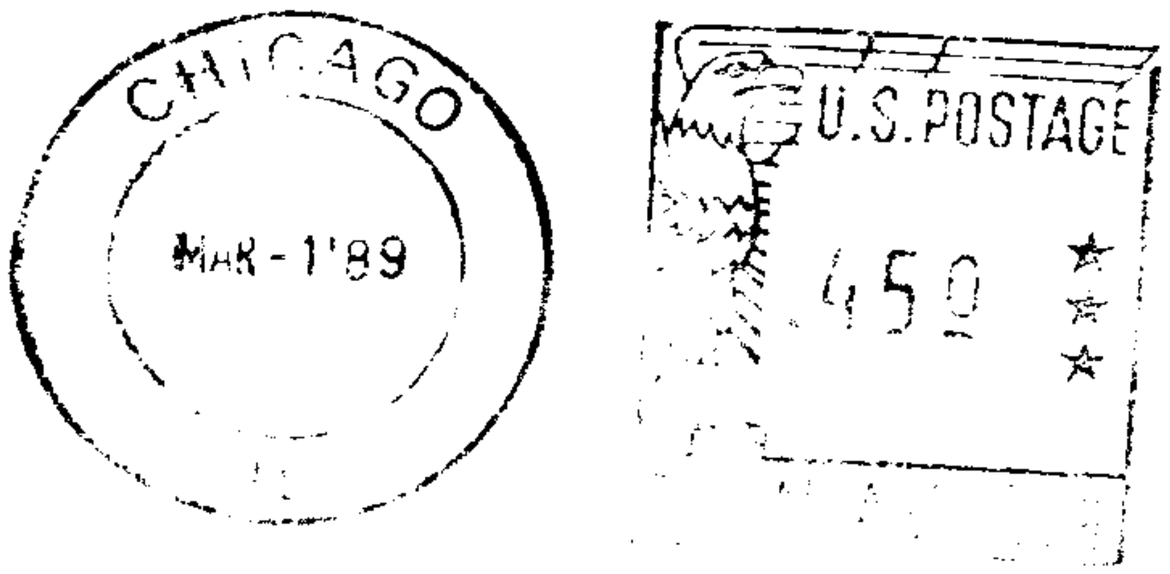

Chicago TI User's Group
P.O. Box 578341
Chicago, Ill. 60657

First Class Mail

Address Correction Requested



Notes from the Editor

Boy, 36 pages. We sure had a lot of contributors this month. Because of the size of this month's newsletter, I was forced to withold Bill Gaskill's TI Base review part 2. I also had to withold Jan Janowski's "Making a Portable TI" part 2. These articles will return next month.

Last month I sent out letters to all members whose address labels indicated they were being dropped because of non-renewal. I wish to thank all of you who responded to my letter. It clearly indicates a need on our part to give better information as to when dues are due and how much they are. For those of you that complained about the newsletter, I hope this issue will prove we can change. It is really hard to please everyone. Someone didn't like the reviews I printed. Someone wrote and asked more questions about the one I just did. Some thought we had too much Geneve stuff. Some thought the articles were way too long. I know it can get boring reading a 4, 5 or 6 page article. Most everyone agreed that the bickering about which computer was the best, had to stop. I promise you this, IT WILL.

You asked for more informative articles. You'll get them. You want more programs included into the newsletter, I will try my best to provide them for you. Cassette users will find Joseph Bartle's CS1#FINDEX printed next month. All 1.5 pages of it. I hope you like to type. I have been lax about writting my Library Shelf article. Perhaps the new librarian will have time to get one in EVERY month.

Some of your letters startled me a little. I promise you that I will do my best to make The Chicago TImes T-H-E number one TI newsletter around. Some people look to us as the leader in the TI community. By gosh, this group will pull itself together, kick itself in the butt and get back on top.

I wish to thank Dave Wakely for providing use with his much missed articles. Thank you, Dave. Your articles have always been a real asset to this newsletter. I hope you'll find the time to put an article in from time to time. The TImes really needs someone with your wit writting for us.

Membersh/ip — $21.00. Payable in Jan